Year 3/4/5/6	Term:	Subject: PSHE	
Key Vocabulary:	Key Questions: How does this make you feel? How would you describe yourself? What could you do in this situation? How could you prevent this from happening? What is self esteem? What are mental health problems?	Resources Ipads Purple mash	Cross-curricular links: Computing

National Curriculum Objectives:

Most children will be able to: say	Some children will be able to:	Some children will have	
what they should do if they are	discuss the benefits and risks of	developed further and will be	
concerned.	the internet.	able to: think about future	
oonoomou.		scenarios and make decisions	
		about what they would do.	
Progression of Skills (Y3/4)	1	Progression of Skills (Y5/6)	1
Demonstrate compassion, empathy and tolerance.		Demonstrate respectful interactions with others.	
Understand that they have choices.		Recognise choices and decisions they will have to make in the	
Identify points of choice.		future.	
Explore factors which influence choosing.		Identify ways of helping and supporting friends under pressure.	
Make more informed choices.		Recognise peer influence.	
Recognise the influences over choice and decisions, both internal		Understand ways in which peer influence can have positive and	
and external.		negative outcomes.	
Understand where they can get help if something feels		Develop strategies for resisting negative peer influence.	
uncomfortable or if someone is trying to influence them in a negative		Know the process for making a decision.	
way.			SS.
Demonstrate that they know the pi	ocess for decision making.		
Planned Learning Experiences:		Assessment Opportunities and Learning Outcomes:	
Session 1: What is the internet? (benefits and risks)		Children produce a table to show age rating, risks and benefits of	
, , , , , , , , , , , , , , , , , , ,	,	social media and games apps	
Learning Objective: I know the inte	ernet has many benefits, but I know		
	d adhere to the age rating of social		
media and computer games.			
Activity: explore websites, social media apps, and games apps and			
find out age rating, risks and bene	fits.		
Session 2: behaviour online		Make appropriate rules to display	in the classroom
Learning Objective: I know how to recognise and display respectful			
behaviour and I am aware of the legal consequences for sending			
offensive online communications.			
Activity: create rules for online behaviour			
Session 3: Bullying and other online scenarios		Act appropriately when engaging i	n role play
Learning Objective: I understand that the person I think I am			
communicating with may not be the person they say they are, and			
that people can manipulate and pe	ersuade me to do things I shouldn't		
Activity: read different scenarios a	nd role play		

Session 4: Media influences	Talk about how websites and advertisements might influence their own choices and opinions
Learning Objective: I recognise that not everything is true on the internet and that advertisements and websites could influence my choices and opinions. Activity: explore given websites and advertisements	
Session 5	
Learning Objective:	
Activity:	